



Knowledge Organiser KS3 PE

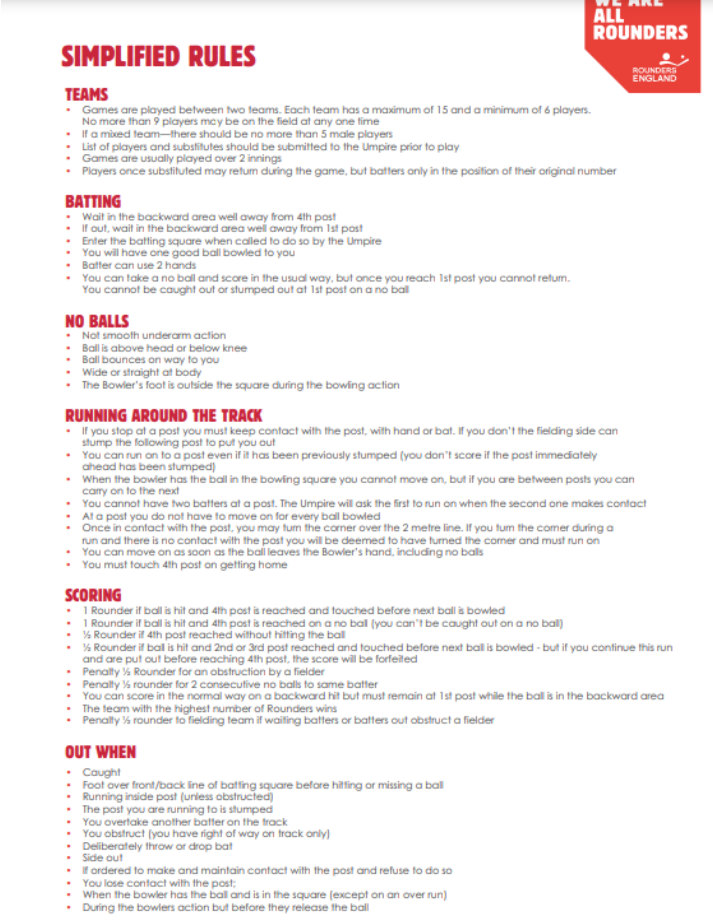
Year

KS3

Activity

Rounders



Skills	Fitness	Rules
<p>Throwing – overarm and underarm</p> <ul style="list-style-type: none"> Underarm bowl – over a short distance Overarm for longer distances – deep fielders <p>Catching</p> <ul style="list-style-type: none"> Two hands – make a target <p>Communication</p> <ul style="list-style-type: none"> Bowler is the main communicator on the team (e.g. makes it clear when fielders need to move for left and right handed) When batters may need to stay on a post or run When fielders need to cover other posts and positions <p>Organisation</p> <ul style="list-style-type: none"> Fielding positions and batting order (utilising people's strengths) <p>Team work</p> <ul style="list-style-type: none"> Working together to help support each other <p>Tactical awareness</p> <ul style="list-style-type: none"> Using tactics with certain rules. For examples batters running each other out however if the active batter is going to score it may be the best option for the team / when the ball is hit backwards the backstop choosing which choice to make between stumping 4th, throwing the ball to the bowler or to 2nd base. 	<p>Speed – running around the bases or running to the ball as a fielder</p> <p>Reaction time – reacting to when the ball is thrown e.g. if you are on a base making sure you run as soon as the ball leaves the bowlers hands</p> <p>Coordination – hand eye coordination with core skills: throwing, catching and batting.</p> <p>Power – when hitting the ball or ensuring they are stepping into their throw, whether this is for a bowl or a longer distance throw.</p>	 <p>SIMPLIFIED RULES</p> <p>TEAMS</p> <ul style="list-style-type: none"> Games are played between two teams. Each team has a maximum of 15 and a minimum of 6 players. No more than 9 players may be on the field at any one time If a mixed team—there should be no more than 5 male players List of players and substitutes should be submitted to the Umpire prior to play Games are usually played over 2 innings Players once substituted may return during the game, but batters only in the position of their original number <p>BATTING</p> <ul style="list-style-type: none"> Wait in the backward area well away from 4th post If out, wait in the backward area well away from 1st post Enter the batting square when called to do so by the Umpire You will have one good ball bowled to you Batter can use 2 hands You can take a no ball and score in the usual way, but once you reach 1st post you cannot return. You cannot be caught out or stumped out at 1st post on a no ball <p>NO BALLS</p> <ul style="list-style-type: none"> Not smooth underarm action Ball is above head or below knee Ball bounces on way to you Wide or straight at body The Bowler's foot is outside the square during the bowling action <p>RUNNING AROUND THE TRACK</p> <ul style="list-style-type: none"> If you stop at a post you must keep contact with the post, with hand or bat. If you don't the fielding side can stump the following post to put you out You can run on to a post even if it has been previously stumped (you don't score if the post immediately ahead has been stumped) When the bowler has the ball in the bowling square you cannot move on, but if you are between posts you can carry on to the next You cannot have two batters at a post. The Umpire will ask the first to run on when the second one makes contact At a post you do not have to move on for every ball bowled Once in contact with the post, you may turn the corner over the 2 metre line. If you turn the corner during a run and there is no contact with the post you will be deemed to have turned the corner and must run on You can move on as soon as the ball leaves the Bowler's hand, including no balls You must touch 4th post on getting home <p>SCORING</p> <ul style="list-style-type: none"> 1 Rounder if ball is hit and 4th post is reached and touched before next ball is bowled 1 Rounder if ball is hit and 4th post is reached on a no ball (you can't be caught out on a no ball) ½ Rounder if 4th post reached without hitting the ball ½ Rounder if ball is hit and 2nd or 3rd post reached and touched before next ball is bowled - but if you continue this run and are put out before reaching 4th post, the score will be forfeited Penally ½ Rounder for an obstruction by a fielder Penally ½ rounder for 2 consecutive no balls to same batter You can score in the normal way on a backward hit but must remain at 1st post while the ball is in the backward area The team with the highest number of Rounders wins Penally ½ rounder to fielding team if waiting batters or batters out obstruct a fielder <p>OUT WHEN</p> <ul style="list-style-type: none"> Caught Foot over front/back line of batting square before hitting or missing a ball Running inside post (unless obstructed) The post you are running to is stumped You overtake another batter on the track You obstruct (you have right of way on track only) Deliberately throw or drop bat Side out If ordered to make and maintain contact with the post and refuse to do so You lose contact with the post. When the bowler has the bat and is in the square (except on an over run) During the bowlers action but before they release the ball
<p>Roles</p>		

